## Maths–Pro

## Angle and triple

- 1 Use Maths–Pro or Geo–Pro to draw any circle.
- 2 Mark a point P outside the circle, but within one circle radius from the circumference of the circle.
- 3 Mark a point S on the circumference of the circle that is <u>exactly</u> one circle radius from P.
- 4 Rule a segment PQ as shown.
- 5 Rule a line from P through the centre of the circle (O) that meets the "other side" of the circle (PR in diagram).
- 6 Measure angles SPO and QOR.
- 7 One angle should be triple the other.
- 8 Try another position for point P.

